

FIG. 1A

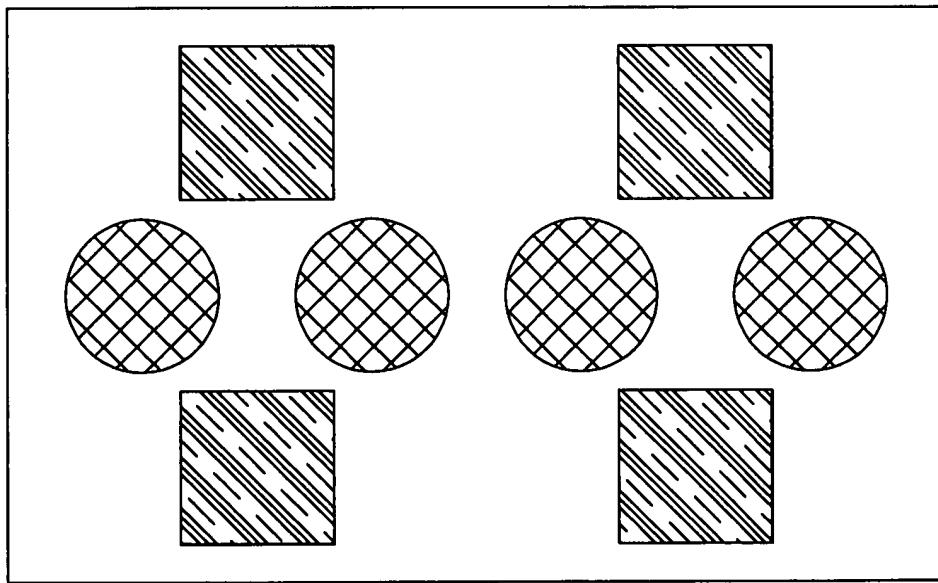


FIG. 1B

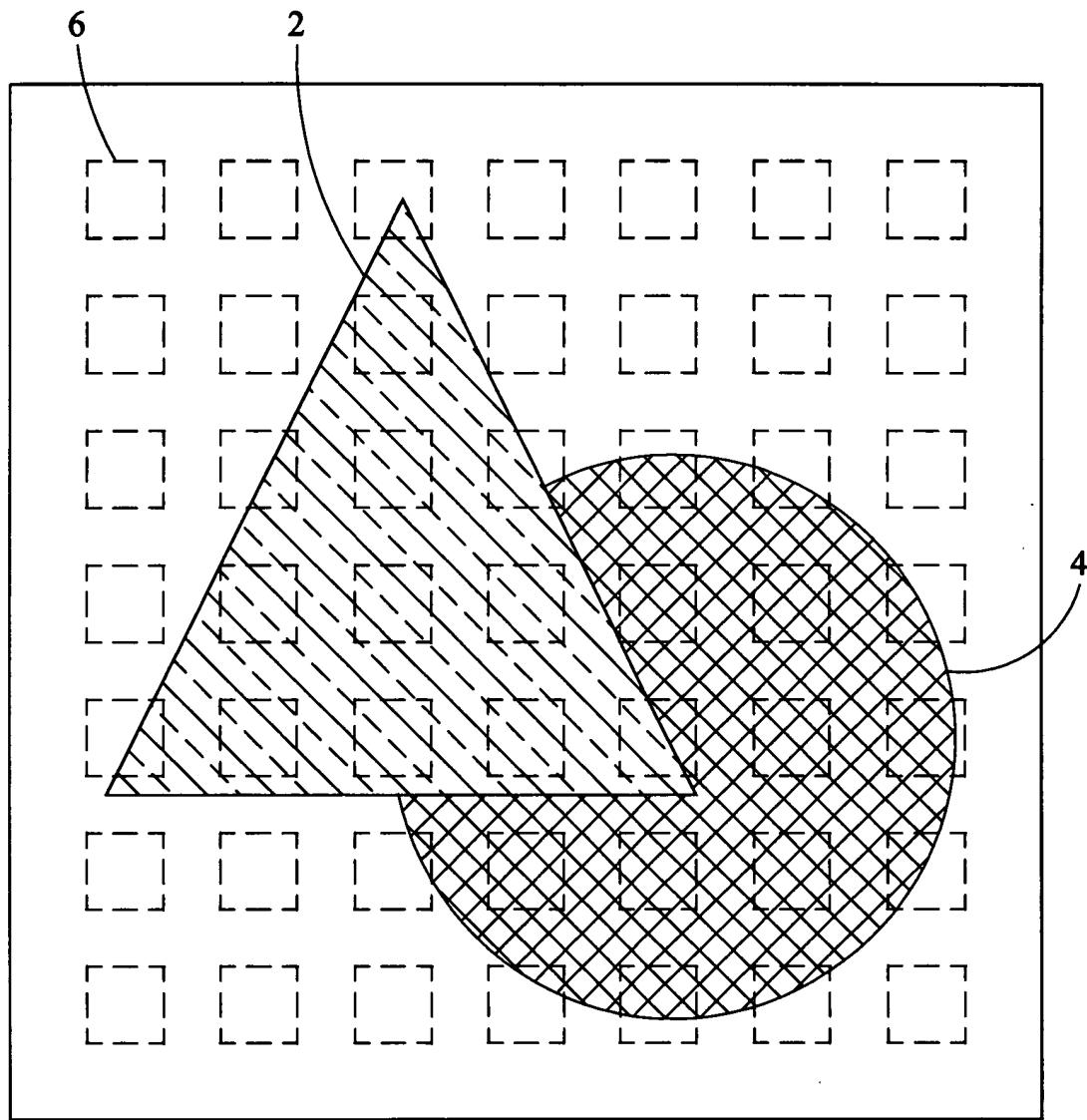


FIG. 2

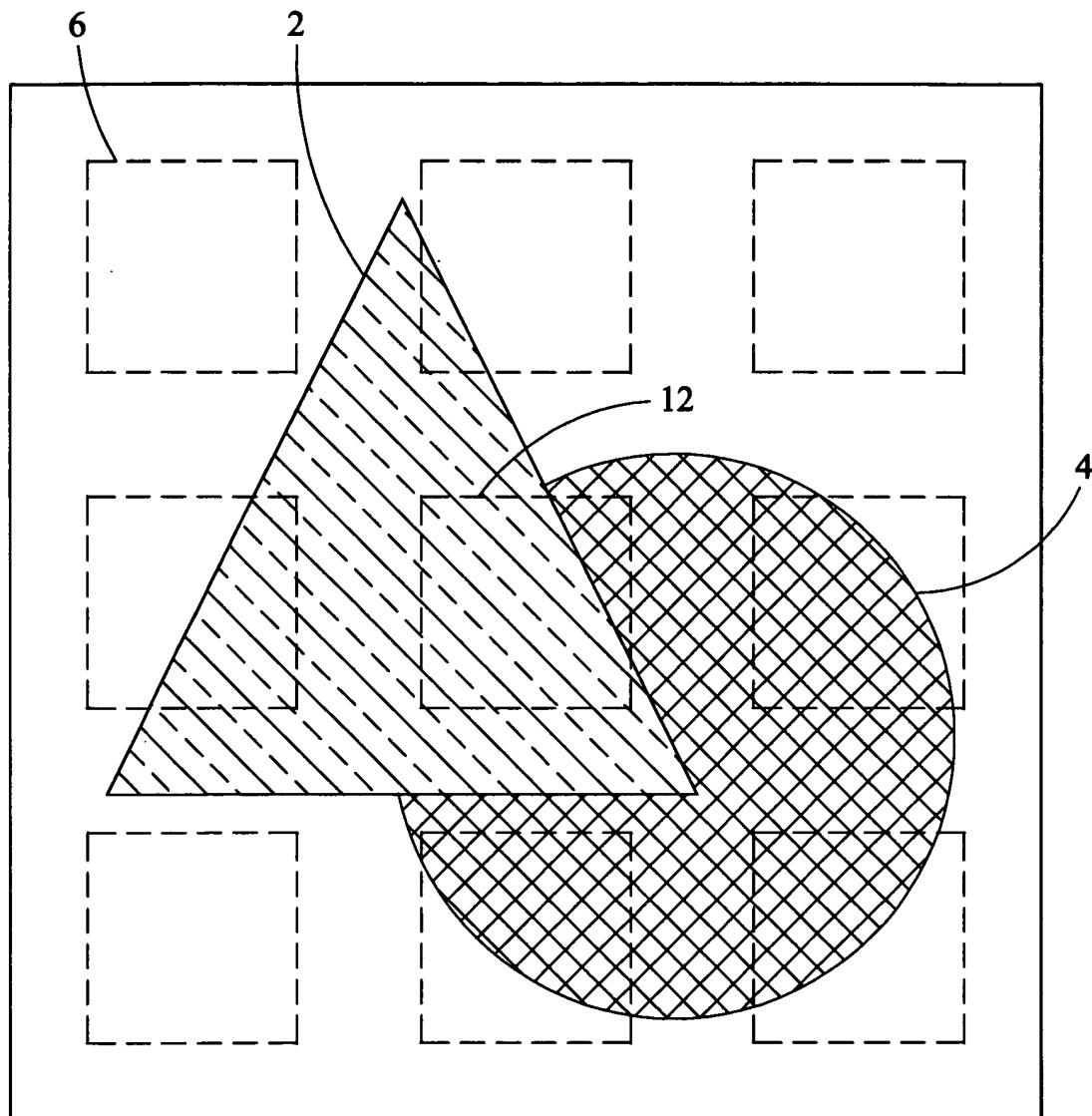


FIG. 3

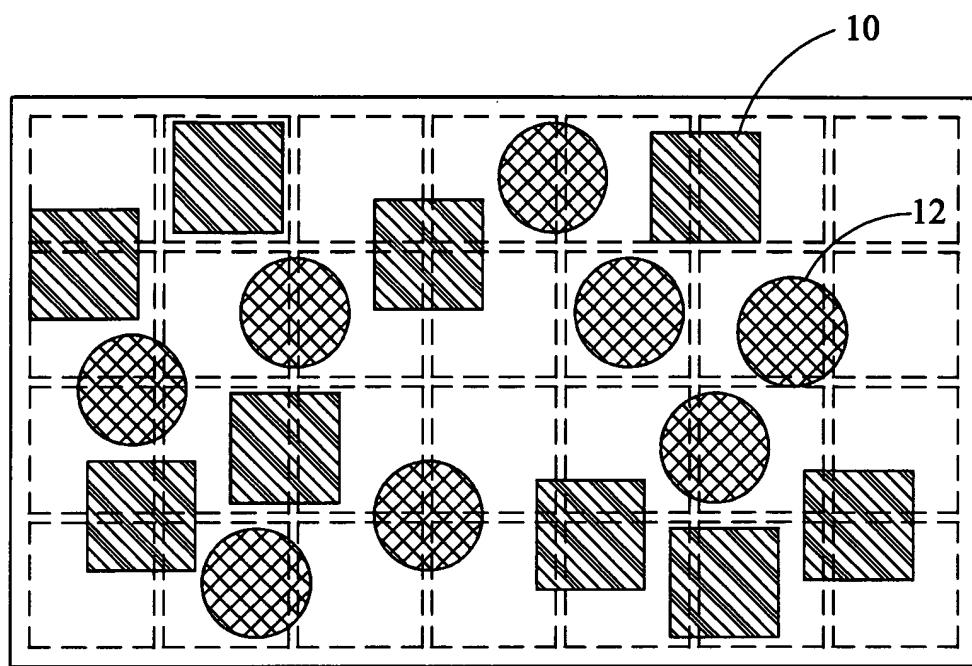


FIG. 4

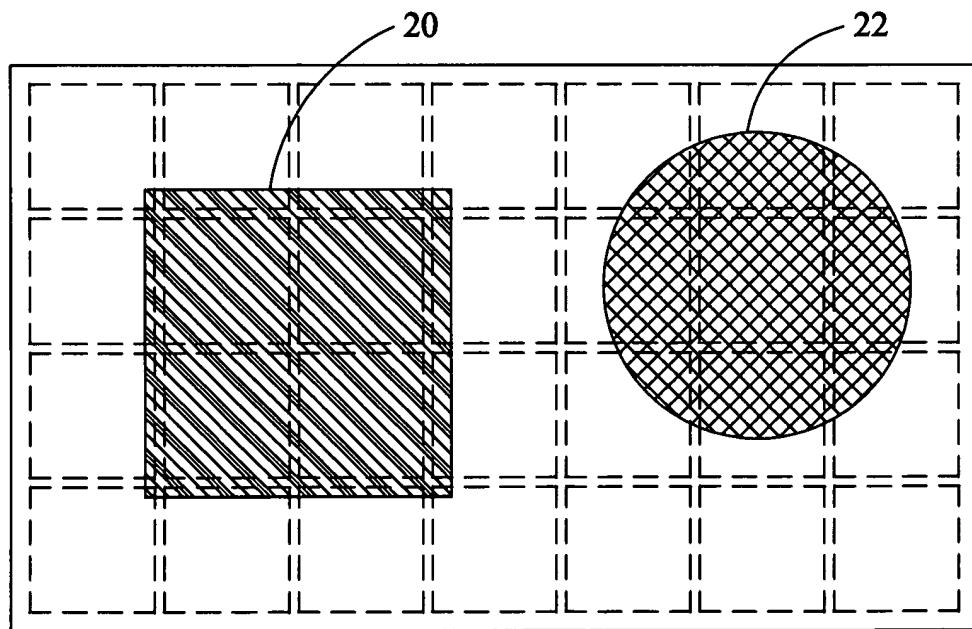


FIG. 5

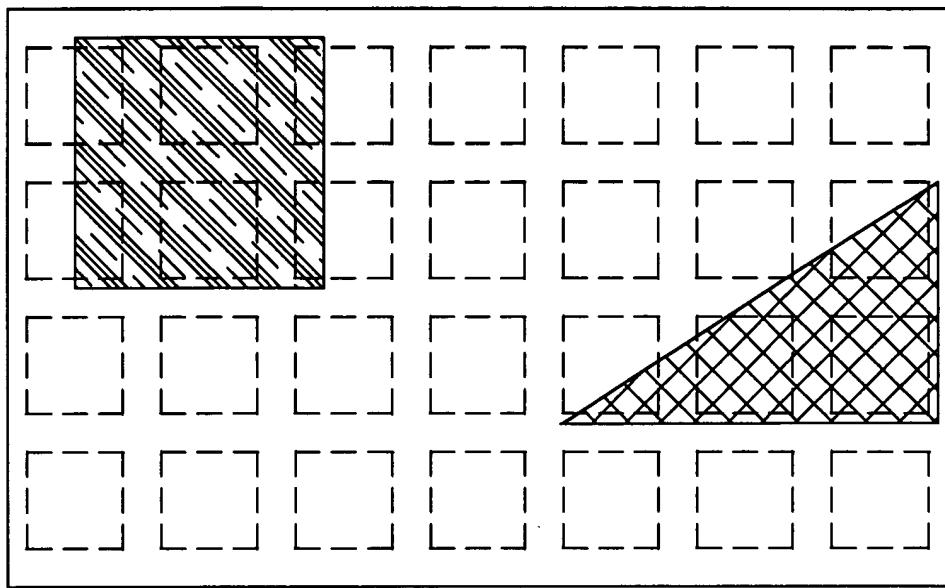


FIG. 6A

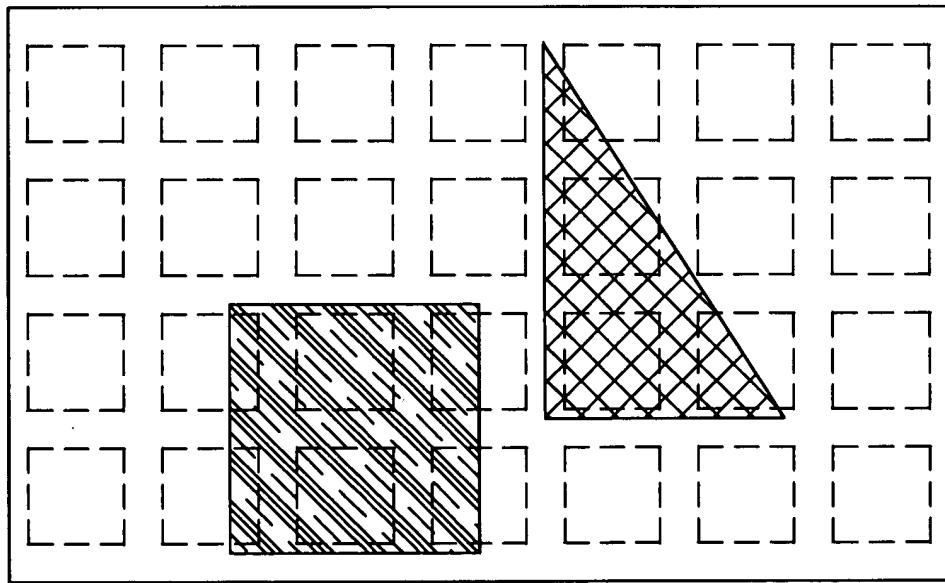


FIG. 6B

	S = X1	S = X2	S = X3
μ_0	0	0	0
μ_1	2	0	2
μ_2	1	4	2
μ_3	6	3	0
μ_4	5	0	0
μ_5	6	2	1
μ_6	3	0	0
μ_7	2	3	2
μ_8	0	1	0
μ_9	1	0	1
μ_{10}	0	0	0

FIG. 7

	0% TO 4%	4% TO 12%	12% TO 26%	26% TO 52%	52% TO 100%
μ_0	0.3	0.1	0.6	1.8	3.0
μ_1	1.5	0.3	0.7	0.9	0.0
μ_2	1.9	4.3	0.0	3.1	2.1
μ_3	0.0	0.0	3.9	2.1	1.7
μ_4	4.5	2.2	0.3	0.0	4.0
μ_5	0.0	0.1	0.0	0.0	0.0
μ_6	9.1	0.0	5.3	0.0	4.3
μ_7	0.0	10.2	9.3	6.7	6.1
μ_8	0.0	4.7	0.0	0.0	1.2
μ_9	0.0	0.0	0.3	0.1	0.0
μ_{10}	2.2	3.2	1.7	0.0	5.2

FIG. 8

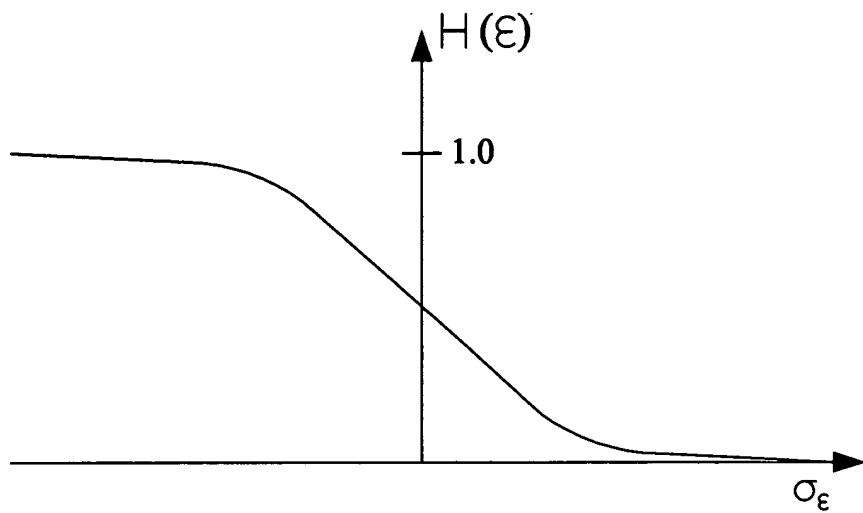


FIG. 9

	0% TO 4%	4% TO 12%	12% TO 26%	26% TO 52%	52% TO 100%
μ_0	0.3	0.1	0.6	1.8	3.0
μ_1	1.5	0.3	0.7	0.9	0.0
μ_2	1.9	4.3	0.0	3.1	2.1
μ_3	0.0	0.0	3.9	2.1	1.7
μ_4	4.5	2.2	0.3	0.0	4.0
μ_5	0.0	0.1	0.0	0.0	0.0
μ_6	9.1	0.0	5.3	0.0	4.3
μ_7	0.0	10.2	9.3	6.7	6.1
μ_8	0.0	4.7	0.0	0.0	1.2
μ_9	0.0	0.0	0.3	0.1	0.0
μ_{10}	2.2	3.2	1.7	0.0	5.2

FIG. 10

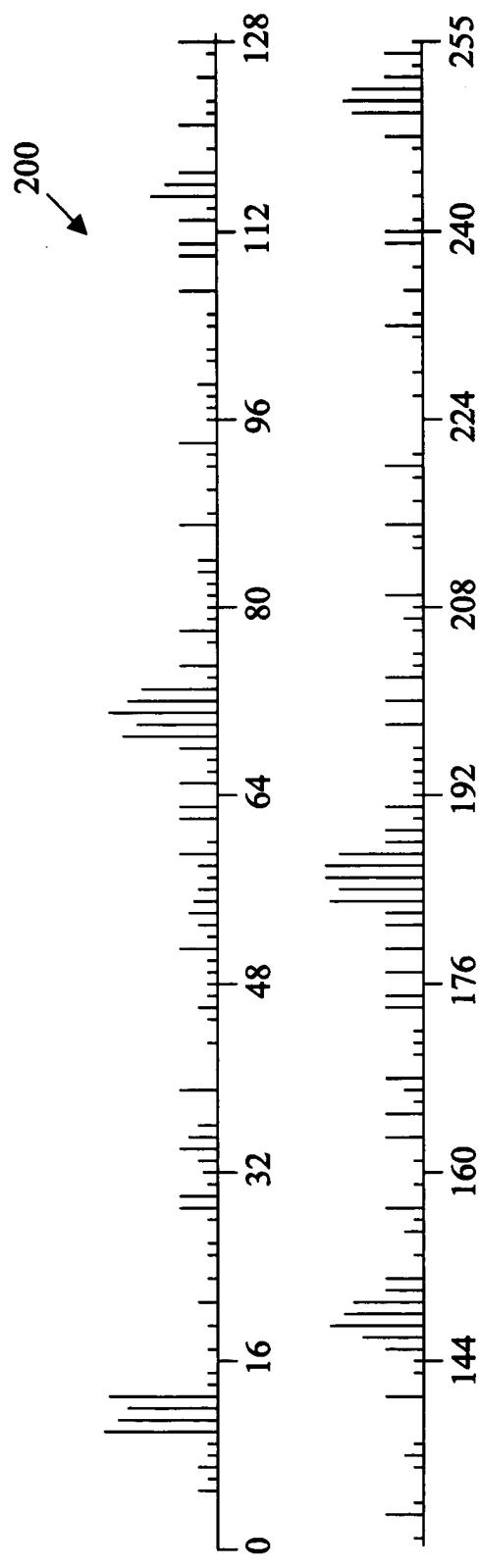


FIG. 11

FIG. 12A

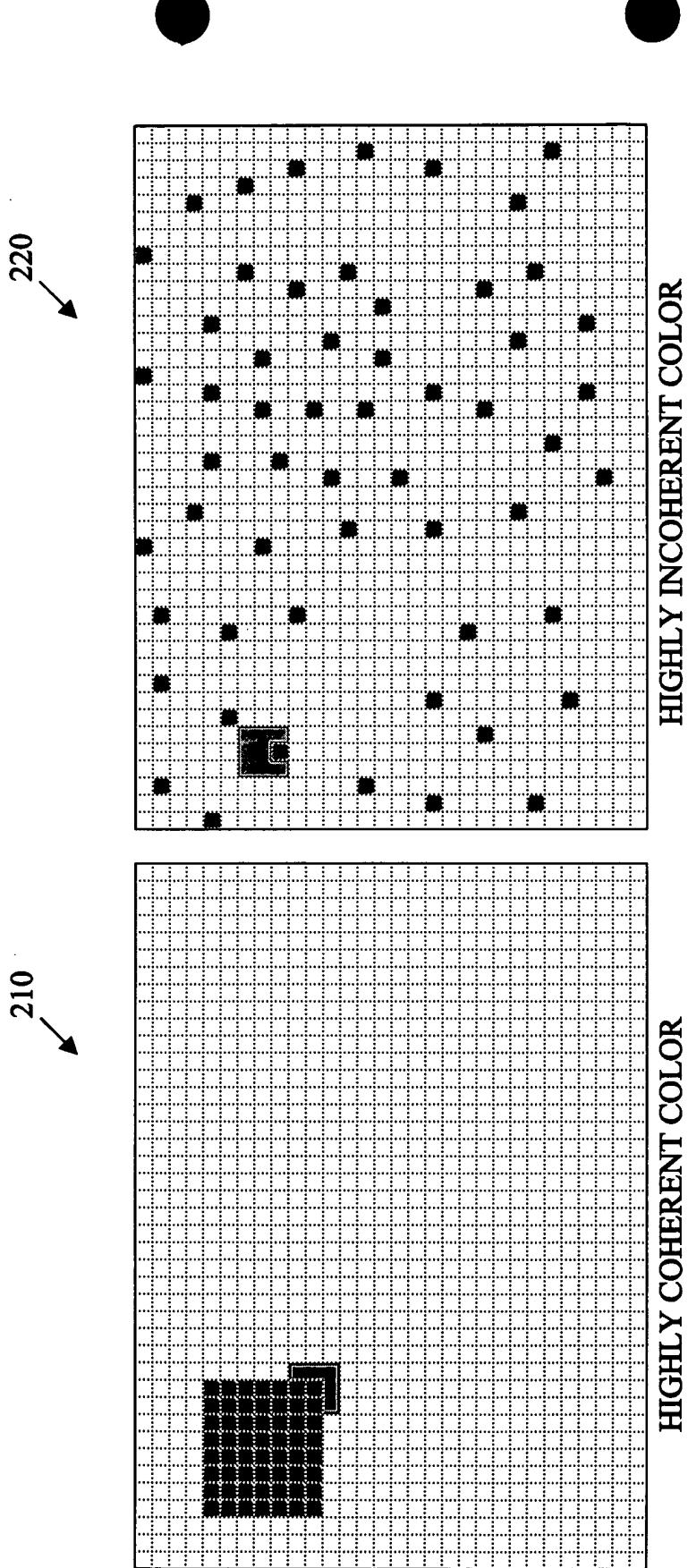
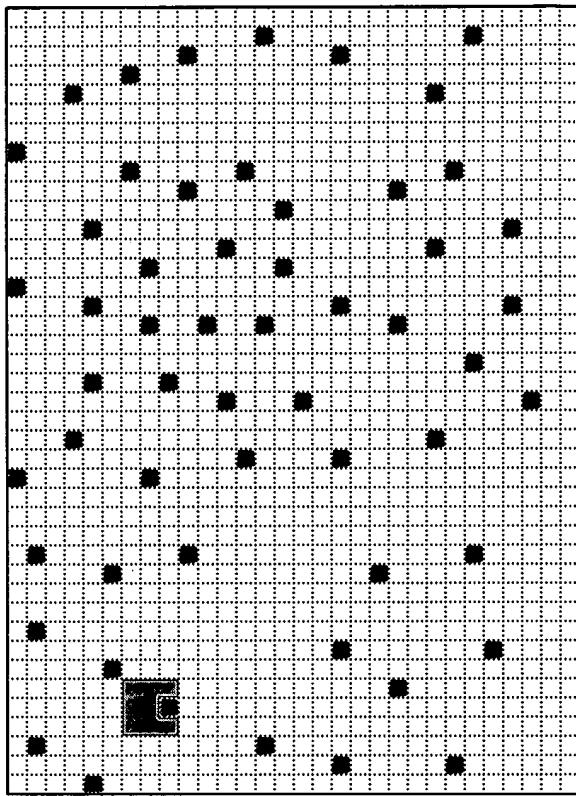


FIG. 12B

HIGHLY INCOHERENT COLOR



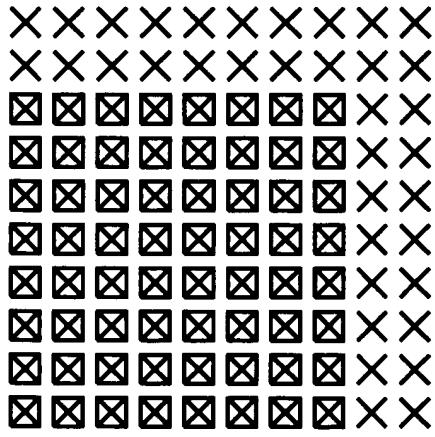


FIG. 13A

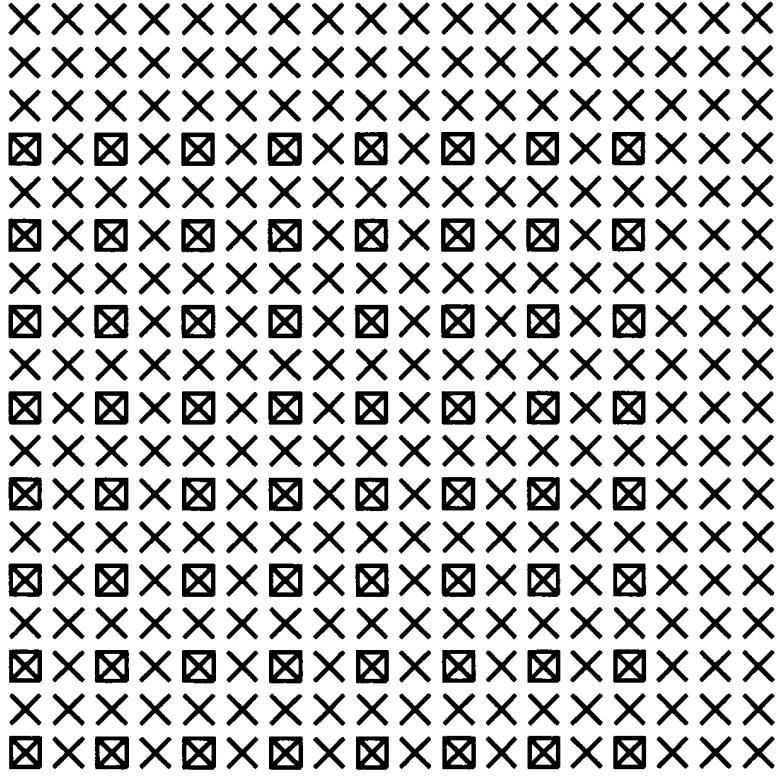


FIG. 13B

Structuring elements for images with different resolutions; the image in FIG. 13A is 320x240 and the image in FIG. 13B is 640x480 (only part of the image samples are shown). The diagram shows the structuring element in the initial location at the upper left corner of the image. The structuring element slides over the image and is shifted by 1 pixel in FIG. 13A and by 2 pixels in FIG. 13B. FIG. 13B corresponds to subsampling of the image by 2 in both directions and subsequently applying the same 8x8 structuring element.

Color space quantization "A"

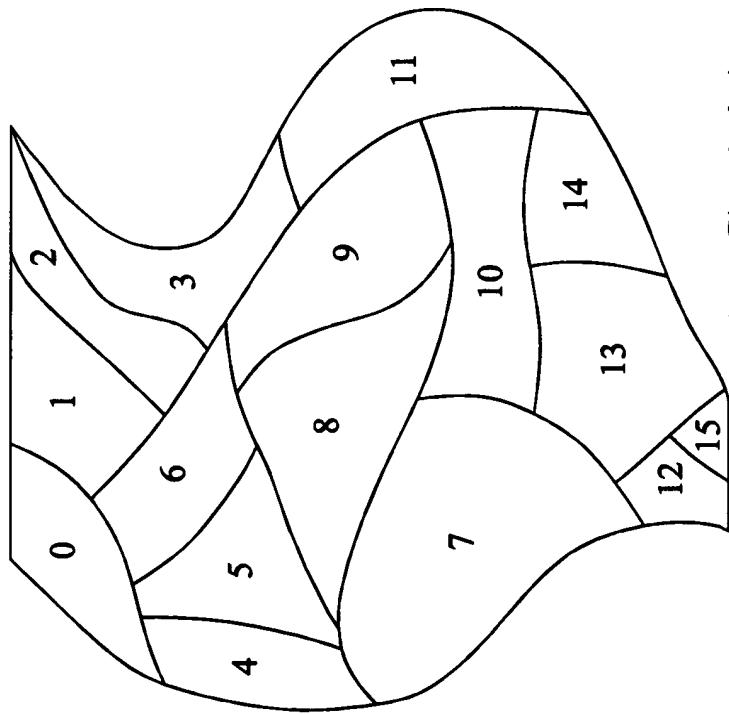


FIG. 14A

Color space quantization "B"

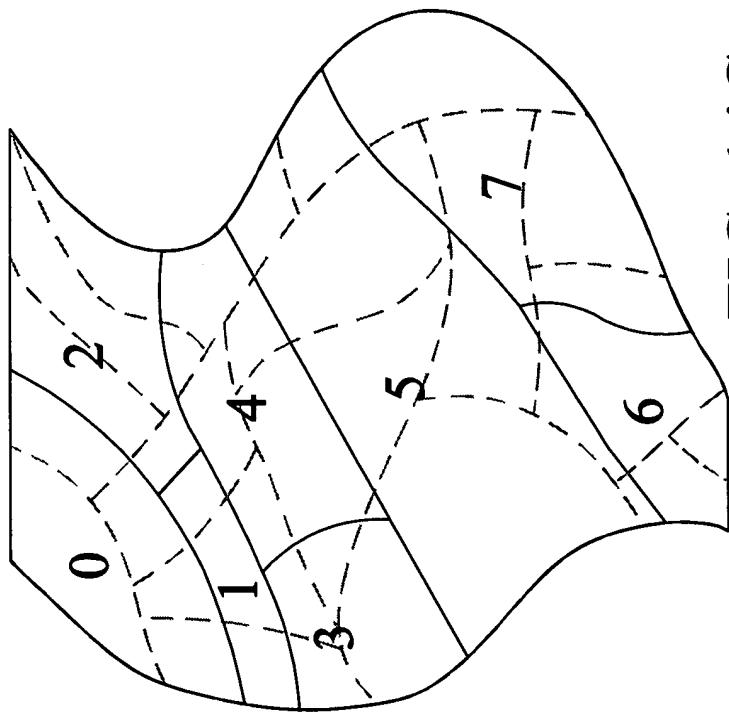


FIG. 14C

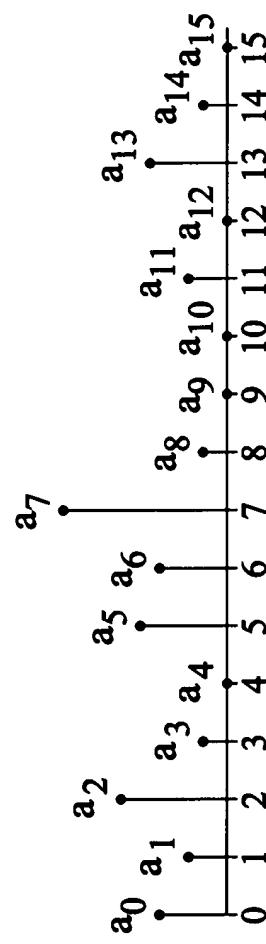


FIG. 14B

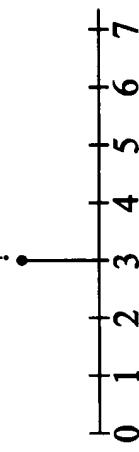


FIG. 14D

Color space quantization "C"

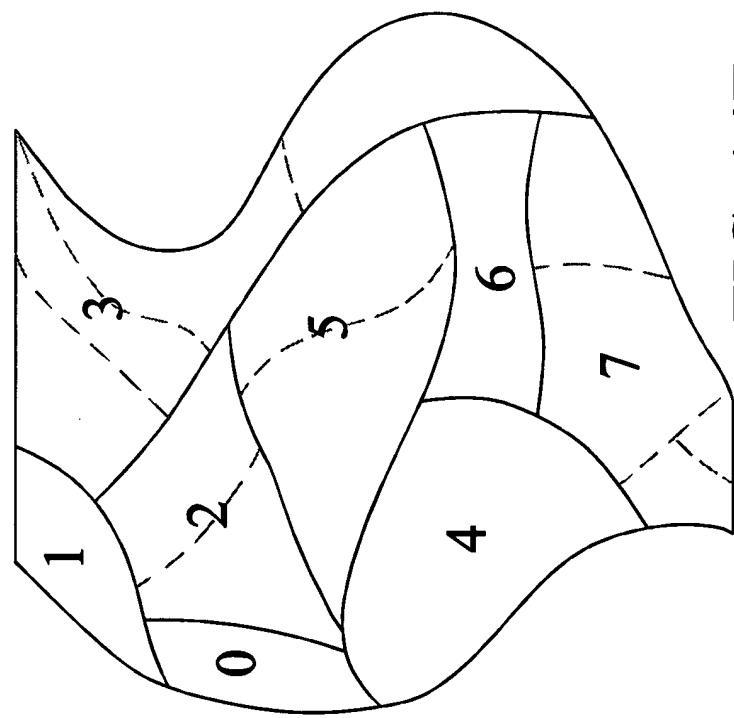


FIG. 14E

$$a_1 + a_2 + a_3 + a_{11}$$

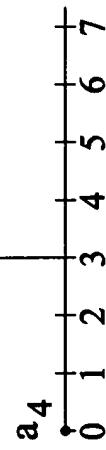


FIG. 14F

- = Pixels within iso-colour plane P
- ❀ = Pixels within iso-colour plane Q

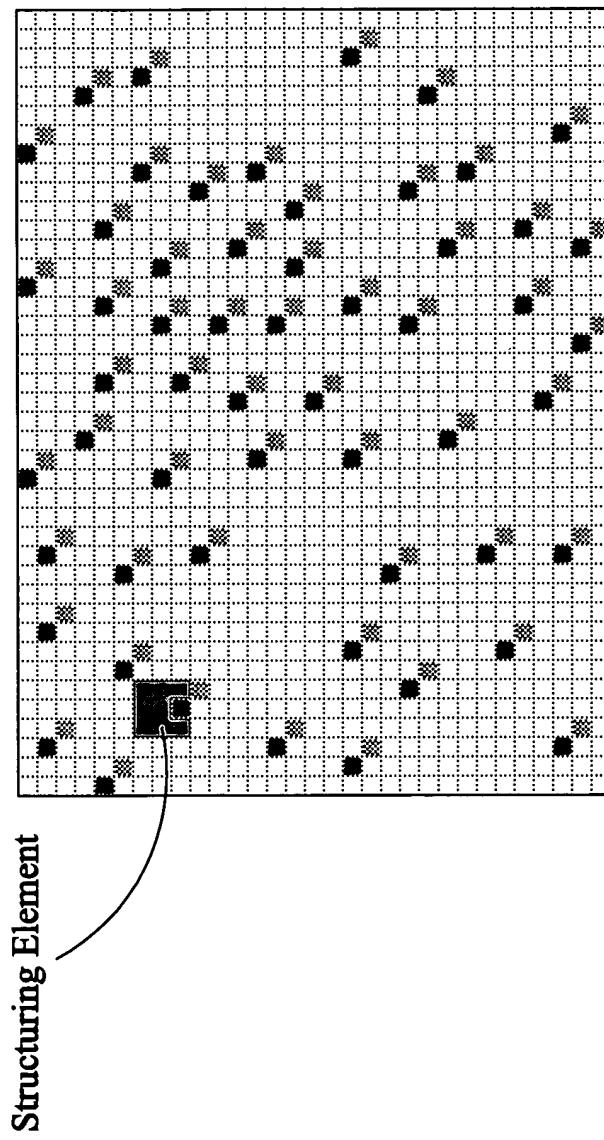


FIG. 15

■ = Pixels within iso-colour plane PQ

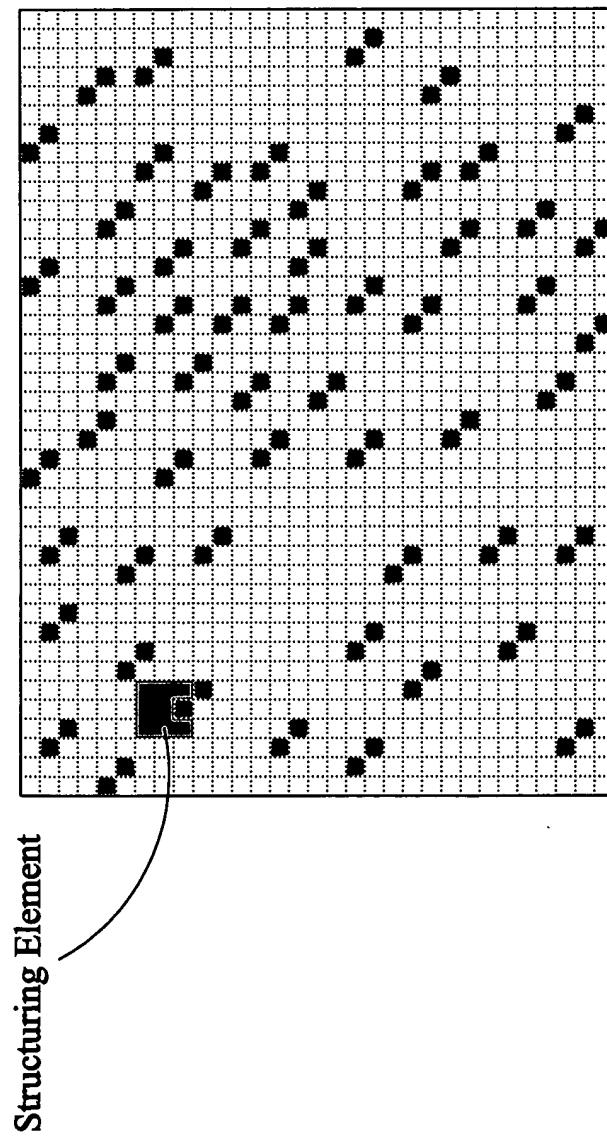


FIG. 16

colorQuant	number of values
000	forbidden
001	32 (HMMMD)
010	64 (HMMMD)
011	128 (HMMMD)
100	256 (HMMMD)
101-111	reserved

FIG. 17

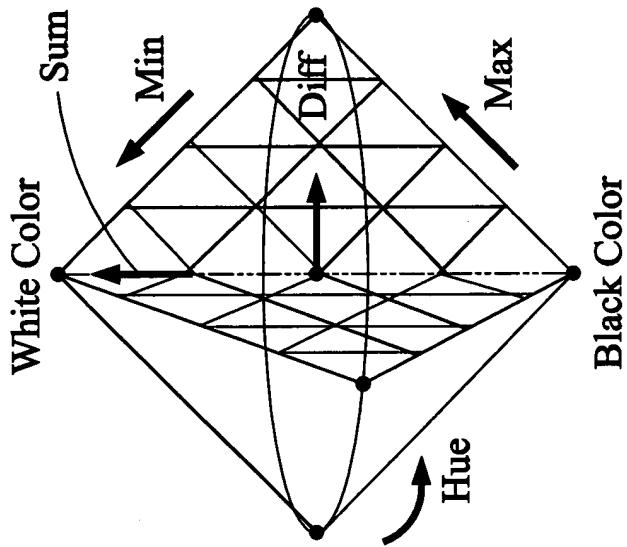


FIG. 18

ColorSpaceType	Component1	Component2	Component3	Component4	Component5
RGB	R	G	B	N/A	N/A
YCbCr	Y	Cb	Cr	N/A	N/A
HSV	H	S	V	N/A	N/A
HMM	Hue	Max	Min	Diff	Sum
LinearMatrix	C1	C2	C3	N/A	N/A
Monochrome	Y	N/A	N/A	N/A	N/A

FIG. 19

ColorSpaceType	Meaning
RGB	000
YCbCr	001
HSV	010
HMM	011
LinearMatrix	100
Monochrome	101
Reserved	110-1111

FIG. 20

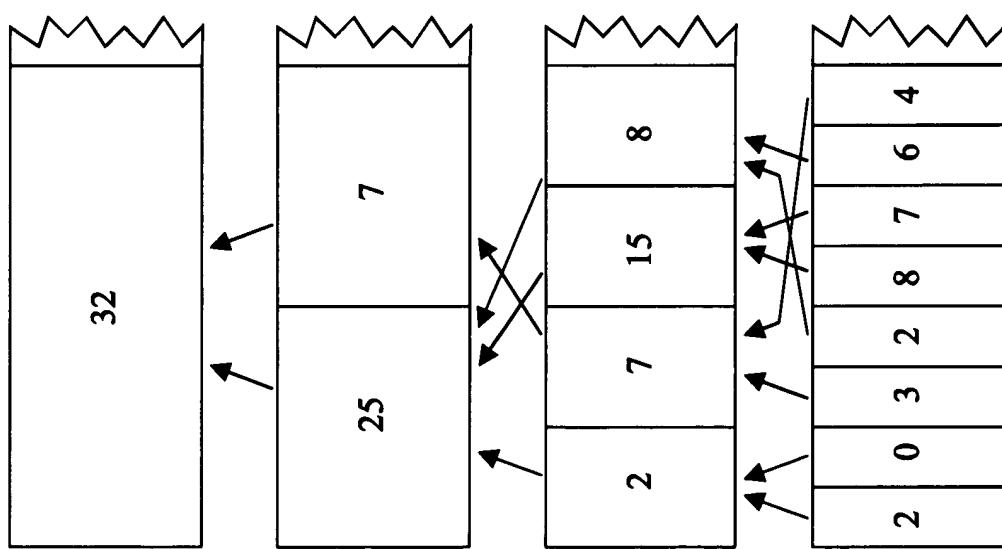


FIG. 21

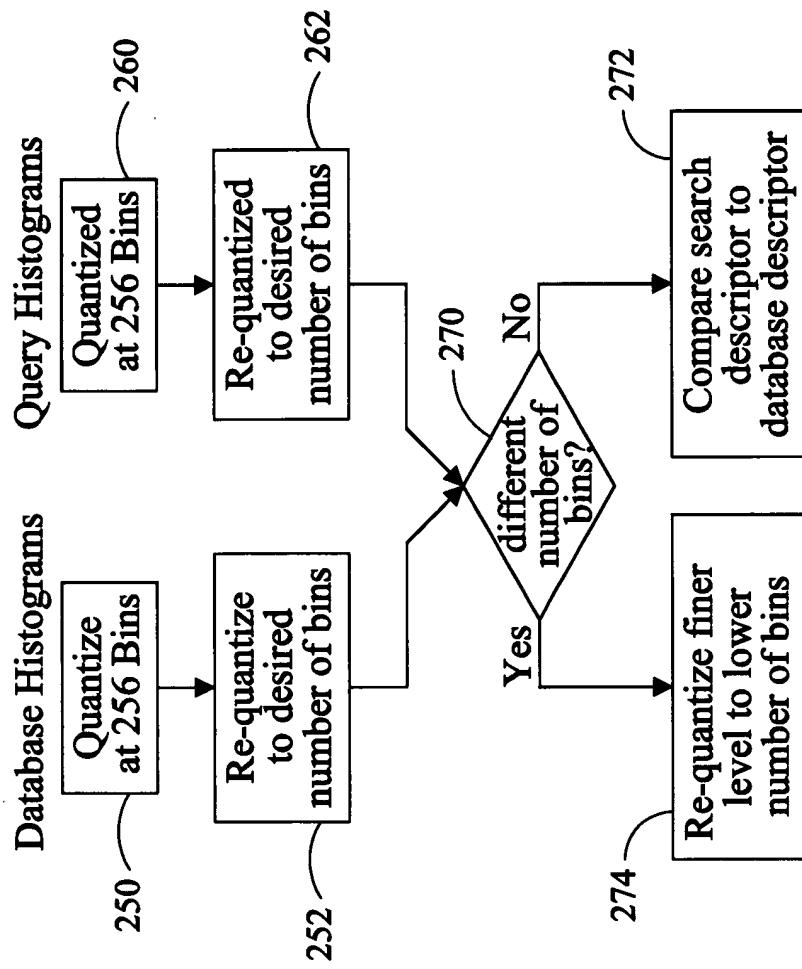


FIG. 22

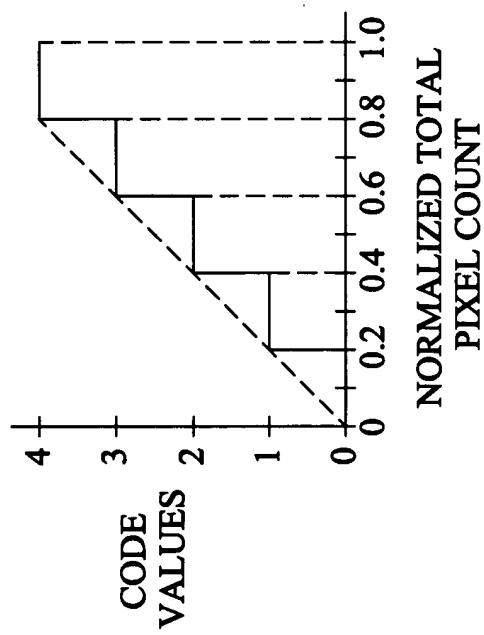


FIG. 23

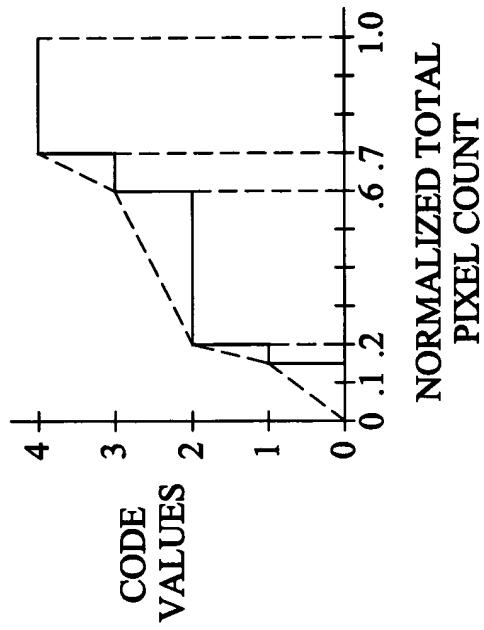


FIG. 24

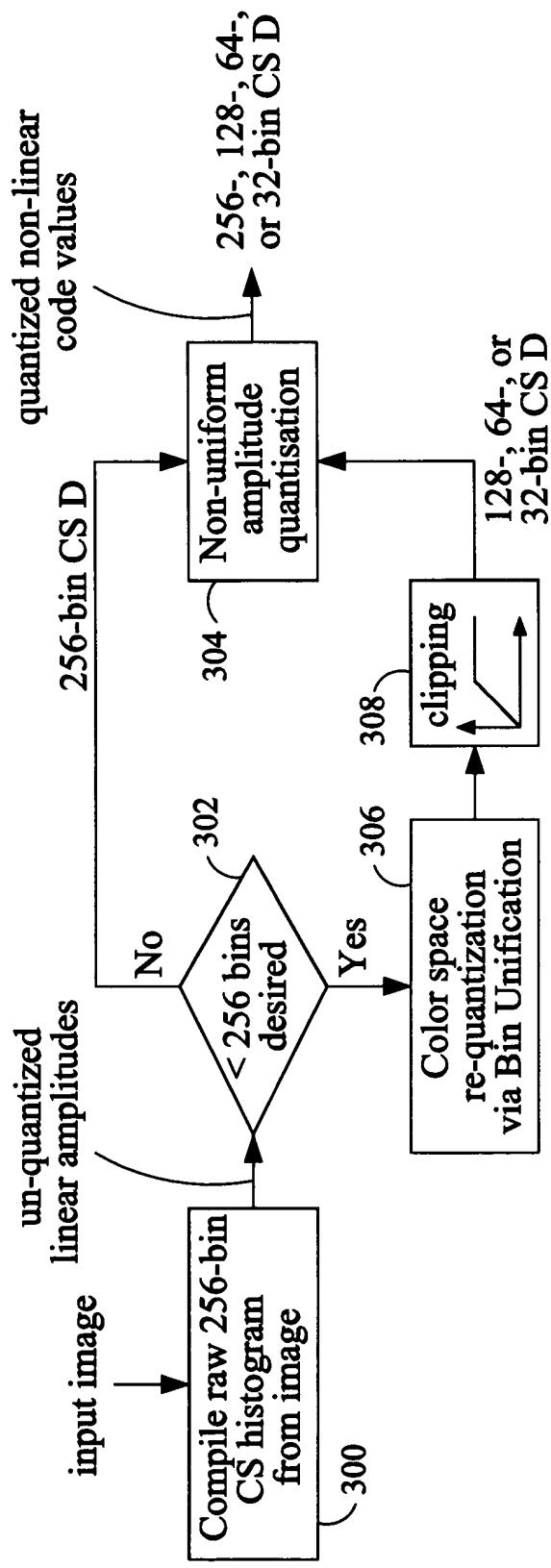


FIG. 25

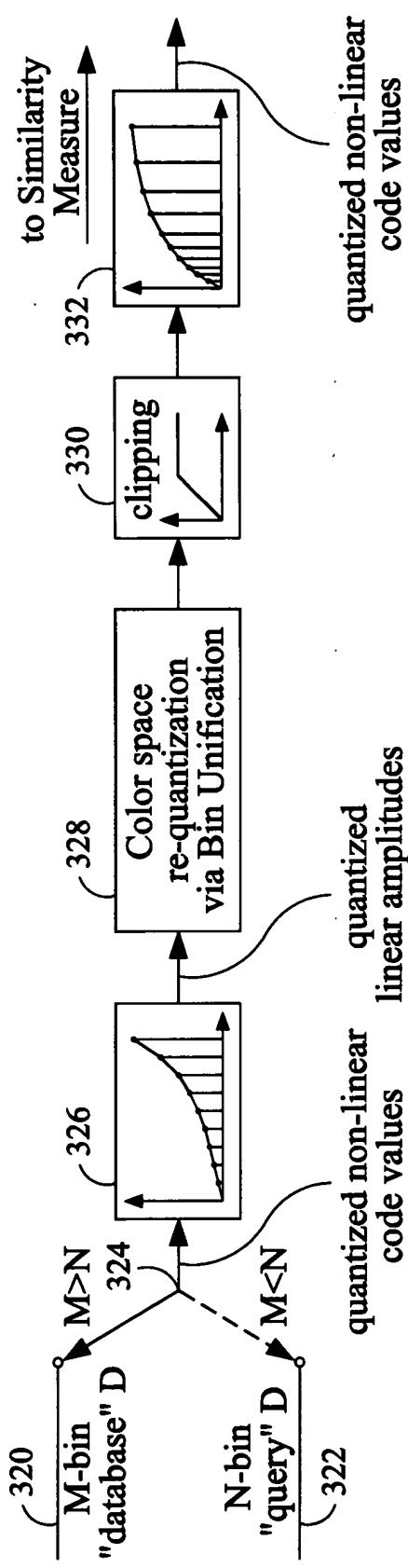


FIG. 26

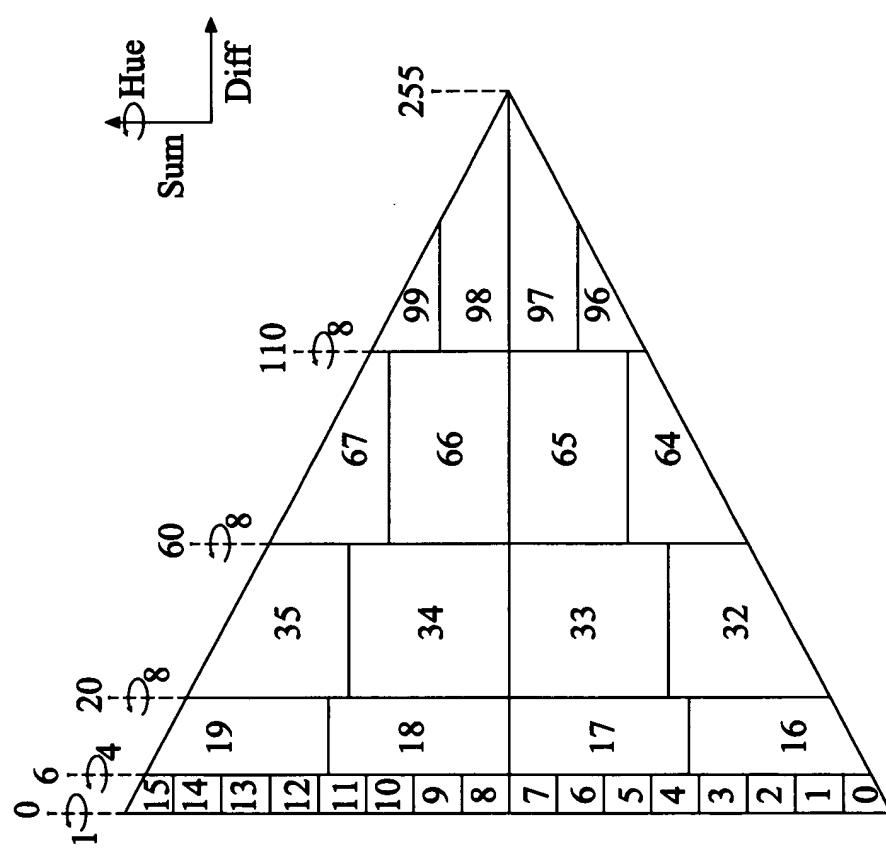


FIG. 27